Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052 U.S.A.

10-YARD FIGHT*

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS APPROVED AND GUARANTEED THE QUALITY OF THIS PRODUCT.

Thank you for selecting the Nintendo® Entertainment System 10-Yard Fight* Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

American Football, the intense game where muscle, brains, and passion collide. Whether playing yourself, or just watching others, you can't help but get into the 10-yard fight!

Offense tries to advance as far as they can toward the goal line. However, defense is ready to stop you with as many as 183 starting formations and as many as 133,407 plays --- they're trying to get yardage and win the game too! Size up each play slyly -- yet quickly -- and make a charge for the goal line! The game gradually gets harder as you get better. You start playing high school, then college, then pro, then play off, and finally Super Bowl level football.

Come up with game-winning strategies and nice moves for both offense and defense. So get on the gridiron and fight, fight, fight!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. PRECAUTIONS

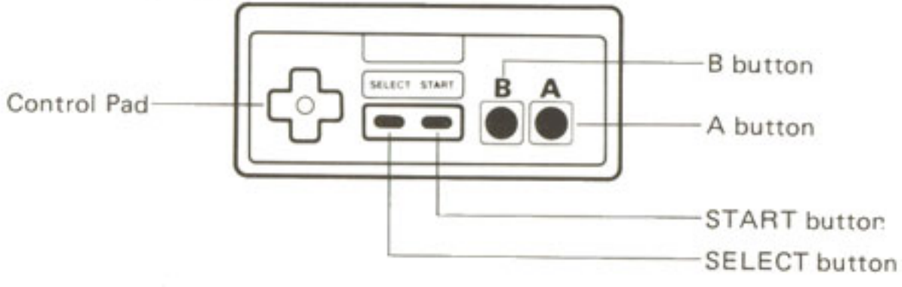
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* **Controller 1** – for first player in 1 or 2 Player Game
* **Controller 2** – for second player in 2 Player Game.

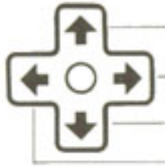
Controller 1/Controller 2



OFFENSE

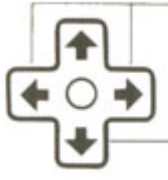
1) Control Pad

Moves the offensive player.



Player moves up.
Player moves to the right.
Player moves down.
Player moves to the left.

2) Kick Mode



Moves the ⇧ mark to the position where you want to kick to.
To kick ball, push A button again.

To enter Kick mode, press bottom of Control Pad and push A button at the same time to start play.

(A button)

* Snaps the ball.
* Throws the forward pass.

(B button)

* Used to throw side passes.

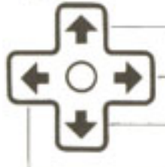
By pressing the left or right side of Control Pad and pushing B button, you can make side passes.

3) Breaking Tackles

Pressing the Control Pad several times quickly, shakes off tacklers.

DEFENSE

• **Control Pad** – Moves the defensive player



Player moves up.
Player moves to the right.
Player moves down.
Player moves to the left.

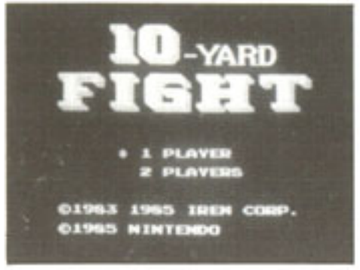
(A button)

* Selects defensive player A.
* Flying tackles.

(B button)

* Selects defensive player B.
* Flying tackles.

NOTE: Offensive side always moves upward.



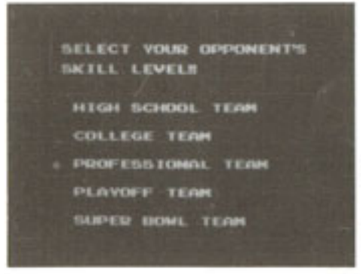
SELECT button

When this button is pressed, the ⓘ mark moves. Line the ball up with the game you wish to play.

*1 Player Game ... Vs. Computer

*2 Player Game ... Vs. Each other

(The SELECT button will not work during play.)



START button

When this button is pressed, the SELECTIONS LIST appears in 1 Player Game. In 2 Player Game, this starts the game.

- By pressing the ✚ Control Pad, you can pick one from five different levels in 1 Player Game.
- Press the START button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

There are two 10-Yard Fight games available: a 1 Player Game where the computer is your opponent, and a 2 Player Game where two players play against each other.

***Note** that some rules differ from those of the real game.

OFFENSE

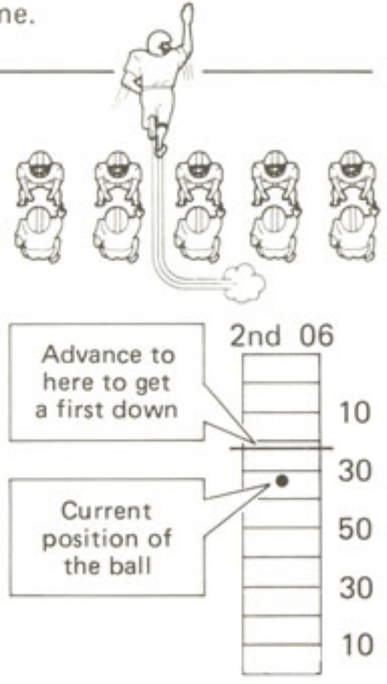
*Rules and Techniques

(1) **The Kickoff** -- Catch the ball kicked by your opponent, then run as far forward as you can.

(2) **Scrimmage** -- Press A button to snap the ball and start play.

*Before the ball is snapped, the forward pass receiver moves from right to left behind the line of scrimmage. Push A button when he is where you want him and he'll move straight ahead at the same time the ball is snapped.

(3) If you can advance over 10 yards on four downs, you get another four offensive playes (starting from first down).



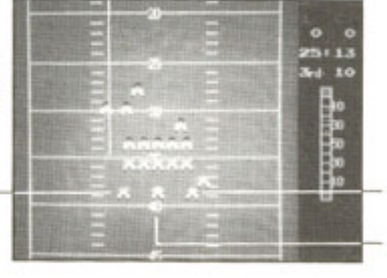
(4) **SHAKE OFF TACKLERS!**

* Push the ✥ Control Pad quickly to dodge would-be tacklers with some quick fakes!
* It's all in the timing!

(5) When the pass receivers put up their hands you can pass. (try passing → side → forward for some quick yardage)

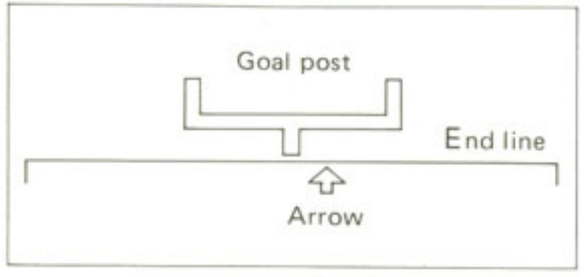
* When making a side pass, choose which lateral receiver (left or right) you want to pass to by pushing the left or right side of the ✥ Control Pad at the same time as the B button. Push A button to pass to the forward receiver.

(6) Once the man with the ball goes over the scrimmage line, he can no longer pass.



(7) The ⇧ mark points toward the direction of the kick.

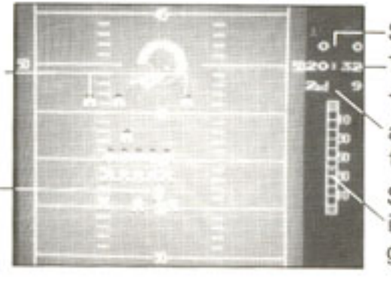
* ✥ Control Pad moves the ⇧ mark to the left or right (in kick mode).
* If the goal post can be seen at the time of snap, you can also attempt to score a field goal.



DEFENSE

* Rules and Techniques

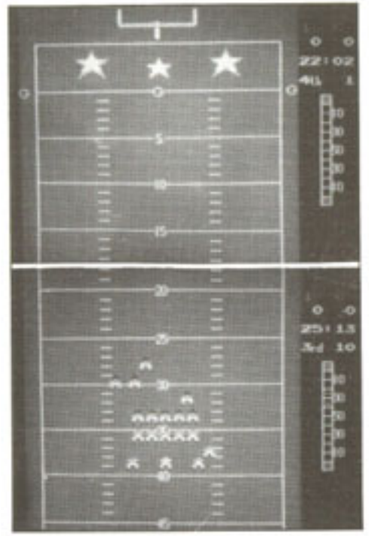
(1) After the kickoff, run forward and push your opponent back as far as possible.
(2) Before the play begins, choose which player, A or B, you want to control.
(3) After the ball is snapped, tackle the man with the ball or block his pass. Pushing either the A or B button lets you do a flying tackle!



ACE-IN-THE-HOLE PLAYS FOR WHEN YOU NEED A LOT OF YARDAGE FAST!

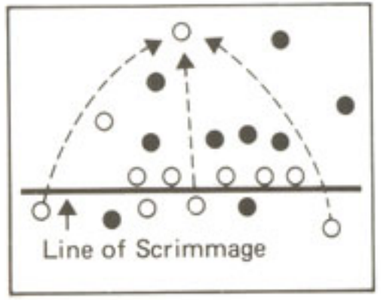
*** The Field**

The entire field will not appear on the screen at one time. However, as the players move down the field the screen moves with them. Keep the entire field in mind when playing (Don't forget about the goal line, especially!)



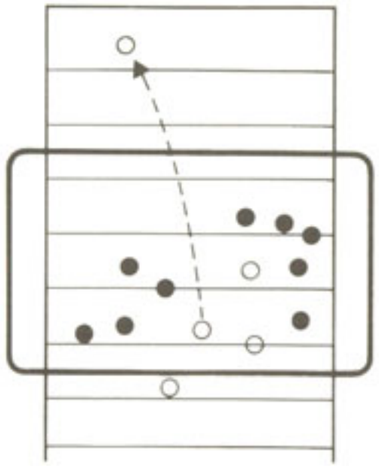
*** The long bomb**

Stall for time behind the line of scrimmage until your forward pass receiver gets as far downfield as possible, then throw the long bomb -- but the pass better be complete!



*** The all-or-nothing blindshot**

Even if he goes off the screen, the forward pass receiver keeps running. Throw a lateral or something to get the opponent chasing you -- then take a good guess at where the forward pass receiver is and go for broke.



POINTS

* Touchdown . . . . . 6 points
* Field Goal . . . . . 3 points
* Try for point . . . . . 1 point
* Safety . . . . . 2 points

NOTE:

Even if the remaining yardage for 1st down or touchdown is less than a yard, display on the screen will show as "1 yard".

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.